

GAME BOY ADVANCE



AGB-AIFE-USA



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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STARTING THE GAME

Make sure the power switch of your Game Boy® Advance system is OFF before inserting Tom and Jerry™ in Infurnal Escape for Game Boy® Advance. Insert the Game Pak as described in your Game Boy® Advance manual and turn the system's power switch ON.

GAME STORY

Tom is in deep trouble again! Flattened by a grand piano – all Jerry's fault of course – he finds himself in the "Underworld," boiling in a cauldron of Spike's cat stew! As he sits in this last hot tub, an angel appears to tell Tom that he has lost the last of his nine lives, and that he will find himself a permanent fixture on sinister Spike's menu unless he cleans up his act.

Angel needs Tom to perform a few missions to restore his good karma. If he succeeds, he'll be allowed to return to his nice, comfortable life of torment at Jerry's mercy.

Speaking of Jerry, he thinks this situation is very funny and decides to enroll as Spike's pesky little devil to make matters worse...

CONTROLLING TOM



MAIN MENU

Press UP/DOWN on the Control Pad to highlight an option on the Main Menu. Press the A Button to select it.

New Game

Choose this option to begin a new game.

Continue

Choose this option to enter your password and resume a previous game.

Credits

Choose this option to bring the Credits on screen.

PASSWORDS

Each time you complete a level, you will be given a password that will be displayed on-screen. This password is made of symbols and will allow you to continue your game at the level you are currently on. Be sure to write down your password before you turn off the game!

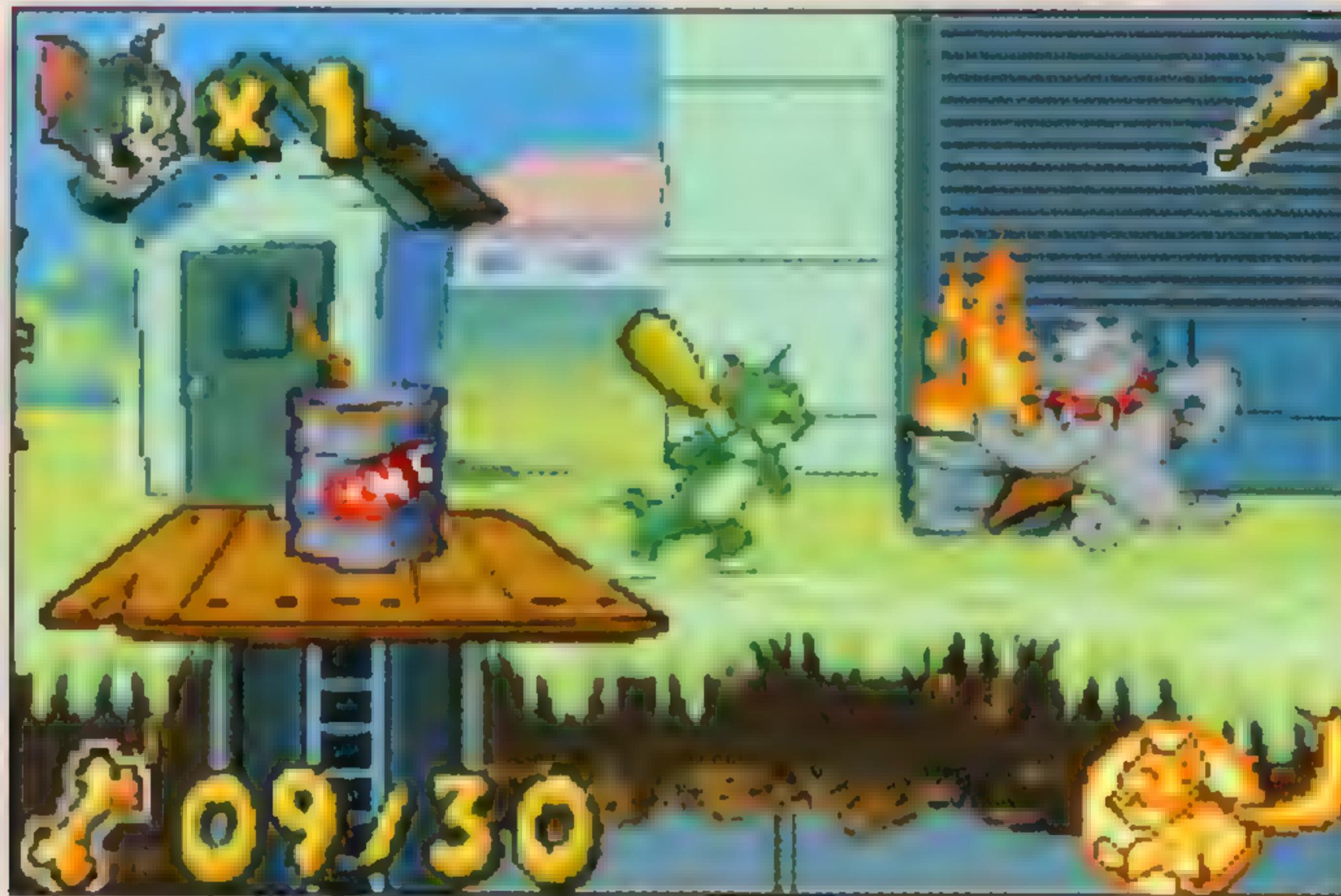
THE GAME SCREEN

REMAINING LIVES

KEEP AN EYE ON THIS DIGIT BECAUSE
YOU MIGHT HAVE TO RUN IN THE
UNDERWORLD IF IT GOES DOWN TO 0

HEALTH METER

WATCH TOM'S FACE AS IT
WILL TELL YOU ABOUT HIS
HEALTH STATE



MISSION METER

TOM CAN KEEP TRACK OF
EACH MISSION PROGRESS
WITH THIS METER

WEAPONS

TOM CAN HAVE A
PIECE OF CHEESE IN
HIS LEFT HAND AND
A WOODEN CLUB IN
HIS RIGHT

SPECIAL STATE

TOM CAN BECOME
INVULNERABLE OR
INVISIBLE

HEALTH

Tom's Health Meter has 3 different states:



Smiling - When Tom's health is perfect



A bit tired - When Tom has sustained one hit



Completely exhausted - After Tom has taken two hits.

A third hit costs a life and Tom's head icon turns into a skull for a few seconds before returning to full health state if he has lives left.

MAP

Map Level Selection Screen

The Map Screen can be accessed by the player with the Pause menu during the game as the Map Level Selection Screen (with a confirmation screen first).

When the Map Level Selection Screen is displayed the player can press:

- Control Pad Left or Right to select a level
- A Button or B Button to go to the Level Selection Confirmation Screen.

The levels are displayed as icons linked by a dotted line.

The current level is highlighted (with Tom's icon).

TOM'S WEAPONS

Paws

Tom can try to hit his enemies with his paws and claws but we would strongly recommend the use of a wooden club instead...

Club

In addition to its standard clobbering feature, the Club can be used as a Fetching Stick for Dogs by throwing it.

Furthermore, Tom will be able to set his Club on fire to light up flammable objects and resolve puzzles or scare opponents.



To light up his club, Tom must find a fire source and press the A Button. If Tom holds the A Button down, the flame will burn for 9 seconds. The fire will be turned off as soon as you release the A Button or after 9 seconds.

Be careful: after the third time the club burns, it will be consumed to ashes.

ITEMS

The Movable TNT Barrel

You can push this wooden barrel to another location before you ignite it.

The Unmovable TNT Barrel

This metal barrel is too heavy for Tom. It blocks the way until it is blown away...

The Fire Pots

These fire items can be on or off. Tom can light up his club when they're on. He can also turn them on with a burning club when they're off.

The Floor Switches

Floor switches will trigger doors.

The Wall Switches

Wall switches will trigger moving platforms.

The Flags

Some switches can only be activated after Tom switches all the flags in a level.

The Surprise Crates

Tom can break those wooden crates that may contain a power-up item or a trap...



ITEMS - CONTINUED

Traps

Bear Traps, Falling Nets, Falling Chandeliers, Boxer's Gloves, and Pitchforks

Weird Glasses

These funny glasses have a funny effect on Tom: he becomes invisible to his opponents!

The Super Tom

The Super Tom makes Tom impervious to attacks or traps.

Fish

This yummy fish in a bowl will restore Tom's health by 1 point.

Bonus Life

Bonus life tokens in the shape of Tom's head are spread among the levels.

Smelly Cheese

This power-up is the ace up Tom's sleeve against Jerry. The Smelly Cheese is very rare and precious since it is a sure way of sending Jerry back to where he came from.

COLLECTING LEVEL OBJECTS

To complete Angel's assignments, Tom must collect at least 25 of the 30 Golden Bones in the Dog Army Camp levels and free at least 8 of the 10 imprisoned Alley Cats in the Musketeer levels.

- If you collect all the Level Objects in a level, you will be rewarded with a perfect score (100%) for that level.

ENEMIES

JERRY



Jerry, as Spike's pesky little ally, will try his best to stop Tom from completing his missions.

Jerry isn't **really** bad, he's just excited about chasing Tom for a change

The only sure and easy way for Tom to get rid of him is to throw him a piece of that Smelly Cheese.

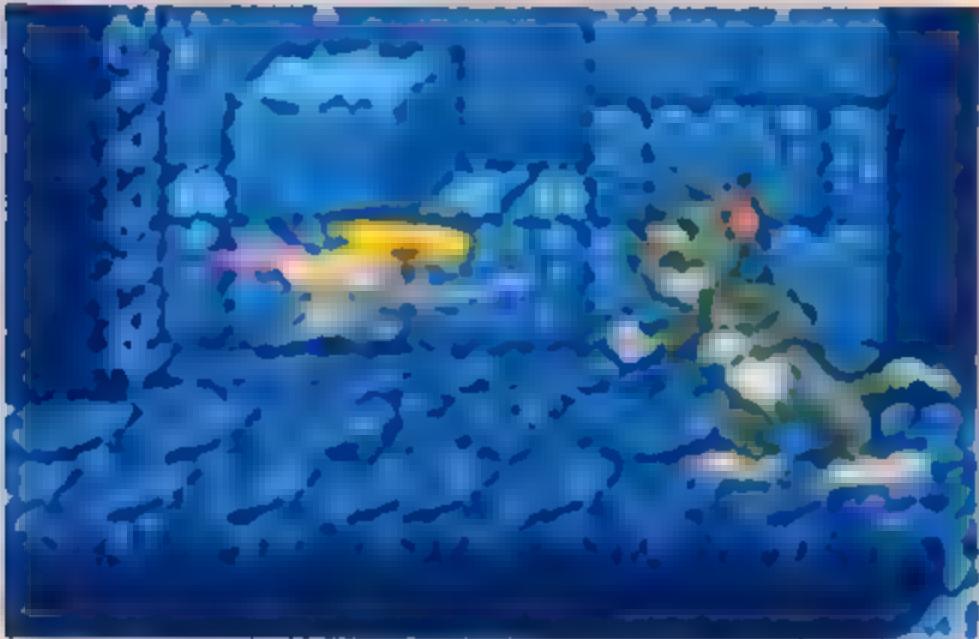
BULLDOGS



In the Dog Army Camp, bulldogs patrol and guard their precious Golden Bones. The Bulldogs are quite tenacious but they can't resist a fetching stick...

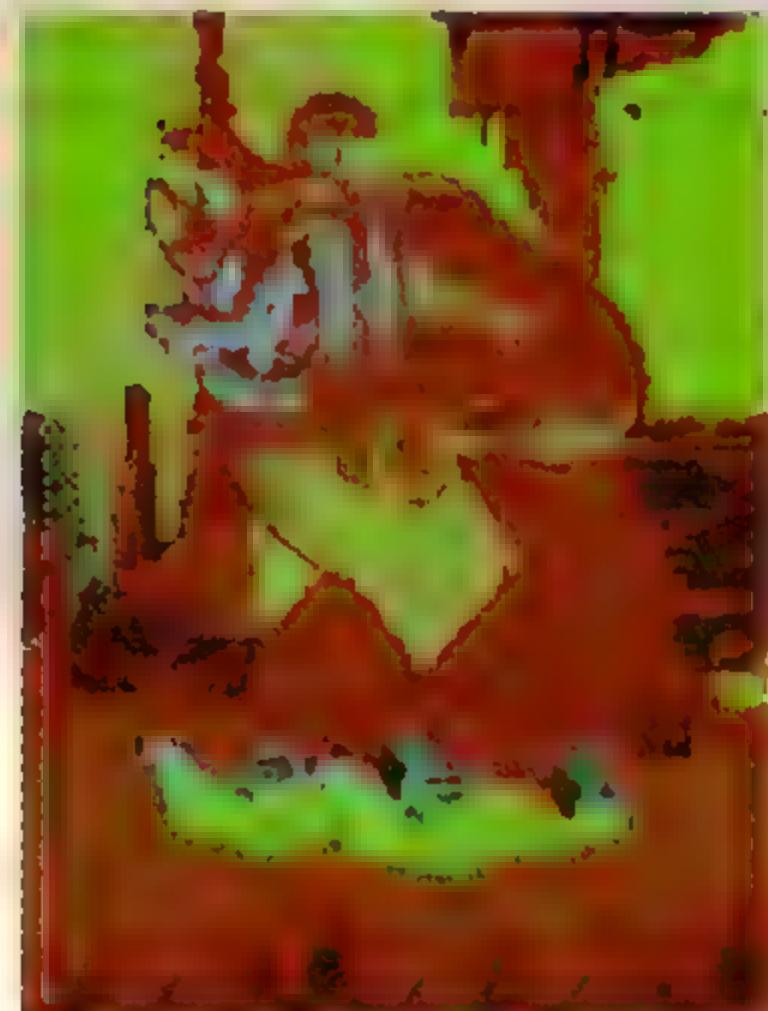
ENEMIES - CONTINUED

MOUSE PATROL



Rapier wielding mice dressed in musketeer outfits roam through the castle, guarding their Alley Cat prisoners.

SPIKE



Spike doesn't want to let Tom escape from his boiling cauldron. He certainly won't let Tom and Angel make him look like a fool.

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